



Noughts & Crosses

You are a **Nought** but you're also a **Cross** for another player. In the game **Noughts** are plagued by another voice, **Crosses**, this could be an ancestral spirit, a symbiote or something else that fits the setting.

In the setting **Noughts** will have one goal and **Crosses** will have another. Each side of the coin should be equally accomplishable within the plot.

e.g.

Noughts are sent to rescue hostages from a mad man but for every innocent saved, your **Cross** demands another sacrifice to balance the death accounts.

Both types of character are described by a couple of words e.g. Armed Policeman or Demonic Ice Spirit. **Crosses** should have a few extraterrestrial powers that can help the **Nought** you're inhabiting so remember that in character creation.

Tests use a deck of playing cards.

With **Simple tests** draw one card and if your description could be helpful with the task, take another. The same if your **Cross** is helping.

In a **Control test** over the **Noughts** body. A **Nought** draws cards the same as a **simple test** and the **Cross** gets a card for each time they've helped.

Player with highest card wins. Default difficulty is 5.